

The American Go Journal

Volume 27

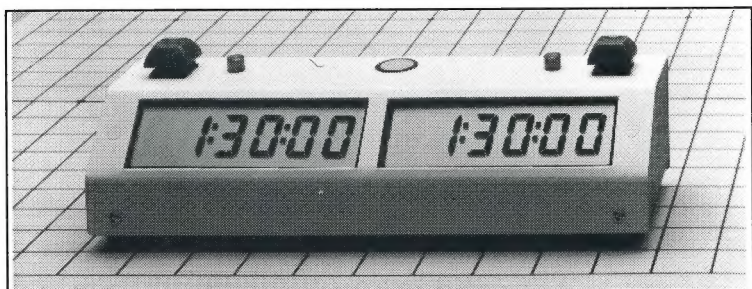
Number 3



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The American Go Journal

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GO IS . . . an ancient board game which takes simple elements — line and circle, black and white, stone and wood — combines them with simple rules and generates subtleties which have enthralled players for millennia. Go's appeal resides not only in its oriental elegance, but also in practical and stimulating features in the design of the game.

Go's few rules can be demonstrated quickly and grasped easily. It is enjoyably played over a wide range of skills. Each level of play has its charms, rewards and discoveries. A unique and reliable handicapping system leads to equal contests between players of widely disparate strengths. Go is uniquely flexible and rewards patience and balance over aggression and greed. An early mistake can be made up, used to advantage or reversed as the game proceeds. There is no simple procedure to turn a clear lead into a victory. Go thinking seems to be more lateral than linear, less dependent on logical deduction, and more reliant on a "feel" for the game, a "sense" of form, a gestalt perception of significant patterns.

Beyond being merely a game, go can take on other meanings to enthusiasts: an analogy with life, an intense meditation, a mirror of one's personality, an exercise in abstract reasoning, or, when played well, a beautiful art in which black and white dance across the board in delicate balance. But most important for all who play, go is challenging and fun.

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The American Go Association is the national organization of US go players, cooperating with similar national organizations around the world. We:

- publish The American Go Journal and Newsletter
- maintain a computerized numerical rating system
- sanction and promote AGA-rated tournaments
- organize the US Go Congress and Championships
- distribute an annual club list and membership list
- schedule and organize tours of professional players
- work to develop a strong national network of clubs
- promote go and enhance public awareness
- develop projects to strengthen the US go-playing community

The AGA is working to let more people know about this wonderful game and to develop your strength and that of your opponents. Join today!

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GO NEWS

ING FOUNDATION OFFERS MAJOR GRANT

AGA President Phil Straus is negotiating with the Ing Chang-ki Goe Educational Foundation for a major grant they have offered, possibly well into five figures, for the purpose of promoting and popularizing Go, and "Ing's SST Laws of Wei-chi". These rules are already in use in the US in the Ing Cup, played at the US Go Congress for the past three years, and in the North American Ing's Ming-ren Cup, which was recently held in New York. The "SST Laws of Go" are described in full on pp. 247-251 of Ishi Press' *Go Player's Almanac*.

The main differences from the current AGA rules are an 8 point komi and a special counting system. We will describe the differences more fully next issue.

The Ing Foundation, established by prominent Taipei industrialist Ing Chang-ki, is undoubtedly the world's premier sponsor of Go, especially on an international level. Over the past decade, the Ing Foundation has established an impressive series of international tournaments:

The World Youth Wei Chi Championship: Since its inception in 1984, this event has been won by youngsters who are now among the world's strongest players. This year's WYWC was held in Ottawa, with 22 youngsters and their chaperones from around the world. It reflects Mr. Ing's personal interest in teaching go to children.

The World Computer Go Congress: Sponsored by Acer Technologies, one of Mr. Ing's companies, this event selects top computer programs from around the world and brings them together for a world-class face-off. Mr. Ing offers a reward of \$1.5 million to any computer program that can beat a strong amateur go player.

The Ing Cup: This quadrennial international invitational event features a \$1 million prize fund, the richest prize of any go tournament.

The North American Ing Cup: This sixteen player invitational held each year at the US Go Congress, features \$8000 in prizes, the largest prize fund of any North American tournament.

The North American Ming-ren: "Ming-ren" is the Chinese equivalent of "Meijin". This new addition to our tournament calendar drew over 130 players last month in New York.

The Foundation has also made two substantial donations of equipment, totaling 150 sets and clocks, to the US Go Congress.

Straus has written a detailed letter to all Chapter Representatives describing negotiations to this point. If you want a copy, send SASE to Ing Rules, AGA, Box 397, Old Chelsea Station, NY NY 10113.

Winter Go Workshop With Jim Kerwin

For many years, Jim Kerwin's popular lectures at the Go Congress have drawn rave reviews; his annual summer workshop in British Columbia is renowned for both its spectacular setting and the high level of instruction.

Now Jim "Have Dan, Will Travel" Kerwin is packing his bags and heading East: here's your chance to chase away those January doldrums with an exciting four-day go workshop with one of America's resident professional go players. You won't want to miss the intensive small group instruction, combined with a spirit of camaraderie at a comfortable Hudson Valley resort.

To reserve a space, send \$50 to James Kerwin, 4243 Harriett Ave. S., Minneapolis, MN 55409 or call him at (612) 823-0699.

New From Ishi Press

This summer, Ishi Press introduced a two volume series, *All About Life and Death* by Cho Chikun. It was a big seller at the Congress, as many players became convinced that in its simple, yet comprehensive way, it lives up to its name. Many common corner results are systematically explored. Unless you know everything about life and death, it's a worthwhile addition to your go library.

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THE 1993 US GO CONGRESS

220 players and a variety of pros, guest officials, observers, spouses and families attended the Ninth US Go Congress when it was held at Mt. Holyoke College in South Hadley, MA, from August 7-15. A flurry of major tournaments, self-paired games both rated and casual, simulms, lectures and lessons kept everyone going from morning to night. And if anyone needed to burn off steam between activities, or work up an appetite for dinner, there was the daily soccer game on the green at 5 PM!

"Player of the Year"

If the AGA gave a player of the year award, this year it would certainly go to 17-year-old Joo Song (John) Lee of Chicago. Lee arrived at the Congress fresh from a third place finish representing the US in the World Youth Championship in Canada, and spent the week proving that his Ottawa odyssey (see p. 9) was no fluke. He won the US Open, and the right to represent the US in next year's World Amateur Go Championship. He placed third in the North American Ing Cup, losing only to the eventual winner, well-known tough guy Charles Huh of Seattle. And he won a second ticket to Japan, to play with Atlanta 3D Debbie Siemon in the International Pairs Tournament in December.

Record Level of Play

While this year's Congress was not the largest, events were unusually well attended. 164 players logged 763 games in the self-paired tournament. 20 pairs joined the field of the Pairs Tournament, perhaps the biggest increase of any event. The Women's Championship had a record field of fourteen players. Even the day off tournament set a new record, with 81 participants! The 80+ winners of all these tournaments were listed in the last *AGNewsletter*, along with updated ratings of all players.



photo by Kenneth Berg

MORNING ROUND: 194 players entered the US Open

Hard Working Professionals

Professional events were filled to capacity. The ten pros kept busy, playing over 300 simultaneous games, giving a series of twenty lectures, and analyzing amateur games. This year two professional player representatives each came from both the Nihon Ki-in and its friendly rival, the Kansai Ki-in in Osaka. We are very glad to see them cooperating in the much needed effort to educate Americans about go, and the extra support was deeply appreciated. Representatives of the China Sports Federation came as well, along with pros and officials from the Ing Foundation in Taipei. And of course our four resident pros—Jujo Jiang 9-Dan of San Francisco, Yi-lun Yang 6-Dan of Los Angeles, James Kerwin 1-Dan of Minneapolis and Janice Kim 1-Dan of New York—did double duty, with private lesson schedules as well as their public obligations.

New By-Laws

The National Board approved new by-laws, clearing the way for the AGA to become an incorporated, tax-exempt institution. Michael Simon deserves tremendous credit for spending hundreds of hours drafting these by-laws, over and over again, until the Executive Committee had a plan they could recommend to the Board.

In other Board business, a proposal by a group headed by Chris Kirschner to conduct the 1995 US Go Congress in Seattle, Washington was approved. Kirschner and company staged the Second US Go Congress in 1986.

A motion to raise the dues of limited members was defeated. Many local organizers saw a threat to their efforts to involve new people in the AGA. Treasurer Michael Simon reported that expenses are going up, but membership and other income is rising also, and we are fiscally sound.

Rating Advances

The Rating Commission reported exciting new developments. Other countries may begin using the AGA Rating system for their own national ratings. This may mean that international ratings can eventually be calculated. The last rating readout included data from the World Amateur Go Championship and the Toronto Open.

Data can now be fed back to clubs within a week or so, thanks to the efforts of Sam Zimmerman of Lancaster, PA. And it's easier than ever to put data in the system, especially if you have access to a computer.

Internet

An article in the last *AGJournal* told you how to get on the Internet, and how to use the Internet Go Server, which one enthusiast describes as "a nonstop Go Congress in your living room." A short meeting on Tuesday revealed such a high level of interest that a longer meeting was held on Thursday, with much wide-ranging discussion.

Some players object strongly to certain types of conduct that seem to be associated with the IGS's anonymity, while others value its free-wheeling



ING CUP WINNER Charles Huh, center, with Jujo Jiang 9-Dan (l.) and Mr. Ying of the Ing Foundation .

nature. [Since the time of the Congress, the IGS administrators have begun work on a system of registration so they will know who the miscreants are (although names will still not be made public).]

The new server at the University of California, San Francisco, can handle over 1000 players at once.

One suggestion at the meeting was to add "AGA member" as part of your info on the IGS. By this you should mean that your behavior will be adult and your rating has some validity outside the IGS. You may get inquiries about the AGA from other IGS'ers. In response, just suggest the command "help AGA" which prints information about the AGA.

Hardware may be available for the AGA to run its own server. However, volunteers to administer the system are needed. Various other types of help are needed—for instance, experts available for consultation on use of the various clients, local contact people, knowledgeable Unix and C programmers. If you can help, post a message to Fred Hansen at wjh+@cmu.edu on the internet.

Similar Time, Next Year

Organizers Micah Feldman, Bill Saltman, Dan Hewins and Bob McGuigan, put together a terrific Congress. They raised high expectations for repeat sponsoring teams.

But next year's organizers, Haskell Small and Ken Koester are undaunted. At the Board meeting they confirmed that their plans for the 1994 US Congress, to be held at Marymount College in Washington, DC next August, are coming along nicely. This tenth anniversary bash, thrown by the crew who started it all, will reportedly be something really special. If you have been meaning to check out a Congress, but haven't gotten around to it, this will be the one!●●

MIXED PAIRS DRAWS FORTY PLAYERS

Twenty mixed pairs played in the Pair Go Tournament on Thursday at the 1993 U.S. Go Congress. The field was divided into 5 tables, with the strongest 2 eligible teams competing in the first game at table 1 for the top prize—a trip to Tokyo in December to play in the annual Pair Go Championship, an International Go Federation Tournament. Debbie Siemon of Marietta, GA and John Lee (US Congress champion) of Chicago defeated Ned and Joanne Phipps of Rohnert Park, CA for the top honors.

All other games were handicapped, the rank of each team being the average strength of the two players. There were 2 boards at each table, and 2 rounds: the winners of the first round played off for first and second places, the losers for third and fourth.

The tournament was sponsored by the Lalala Go Club of Tokyo, headed by Dr. Hiroko Taki, whose kind generosity supported prizes for all participants, with money remaining to sponsor 3 regional Pair Go Tournaments in the coming year (look for announcements)!

The 20 pairs had all signed up to play by Monday afternoon. Throughout the next 3 days, numerous men approached the director seeking women to play with, and many of the women reported turning down several offers as well. The director also noticed some of the pairs practicing against single opponents during the week.

The tournament was run in accordance with the International Amateur Pair Go Rules and used AGA rules for counting.

Everyone, including numerous spectators, had a thoroughly enjoyable time, and many participants expressed strong interest in Pair Go tournaments in the future.●●



Paired off and go-ing at it at the US Go Congress

JOHN LEE'S EXCELLENT ADVENTURE

This past summer, seventeen year-old John Lee of Chicago flew to Ottawa, Canada, to represent the U.S. in Ing Chang-ki's World Youth Championship, and then to Massachussetts the next week to participate in both the U.S. Open and the Ing Cup. He managed not only to win the U.S. Open, but to take third place in both Ing tournaments. With his other hand, John was writing a history paper for school, which was commended by his teacher with the slight caveat that John seemed to "lack focus."

The following game between John and the Canadian representative, Stanley Chang, decided third and fourth place in the Youth Championship and heralds a new age for go in North America. Stanley played extremely well in this tournament and managed to make the final four knock-out round held on the last day. Along with Stanley's two younger sisters, who play go at the dan level, and his parents who organised the tournament, Canada has good reason to be proud.

White: John Lee (USA)

Black: Stanley Chang (Canada)

August 6, 1993

Chateau L'Aurier, Ottawa

Ing's Laws of Go in effect.

article by Janice Kim

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Pro 6 Dan

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photo by Kenneth Berg

John Lee at the US Go Congress

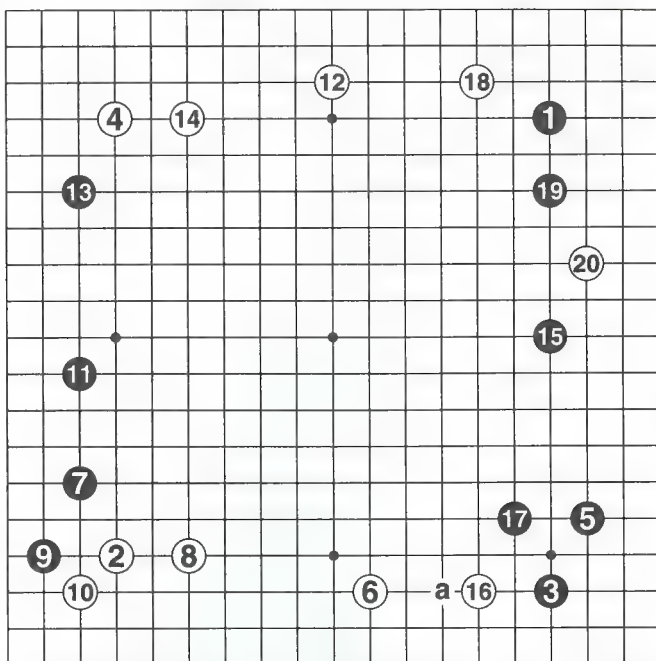
Ing Chang-Ki World Youth Championship

Game
Record

1

1-20

A
Direction
of
Play
Problem



Black 1-3-5 is a new pattern often used by Kobayashi Koiichi. This was originally thought to be not optimal as Black 1 wants to develop to the side star point (Black 15) but the shimari enclosure is facing the wrong direction. Careful analysis of the direction of play shows, however, that White's options are limited, and that this can be a very effective strategy for Black.

In response to White 6, a splitting play as shown in Diagram 1 is more usual. Black 7-9-11 makes both of Black's knight's move approaches to White 4 uninteresting. If White picks up another big point as in Diagram 2 and in the actual game, White forces Black into a low position on the left side.

Black should consider a play at White 18 or at *a* instead of 13. White gets both of these tasty opening moves in sente.

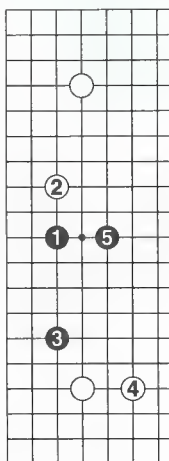


Diagram 1

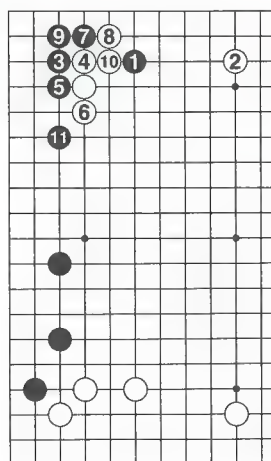
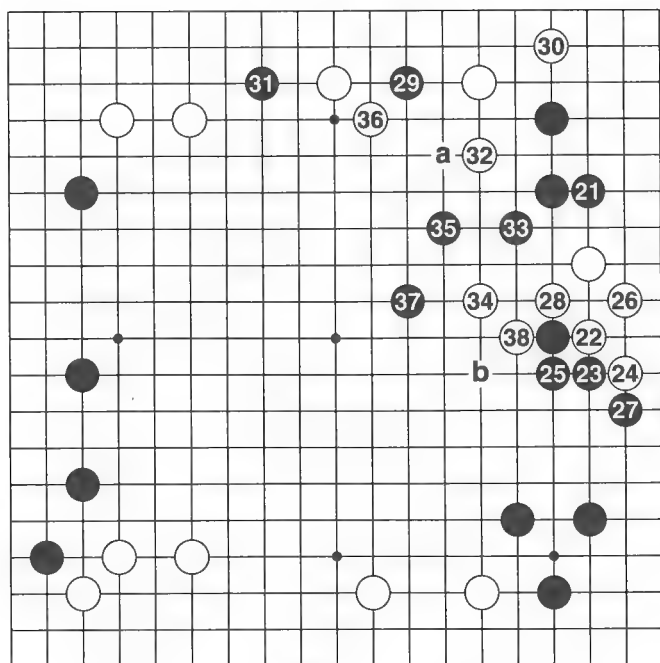


Diagram 2



Game
Record
2

21-38

A
Secure
Base
For
White

John wondered if coming in at 20 was too early but there doesn't seem to be any bigger place to play. Perhaps Black 15 should have been at 28, especially since Black took the influential point at 17. Black 21 blocks in the wrong direction. The proverb "Don't block one side when the other is open" applies here. Blocking at 22 is better; the sequence in Diagram 3 is a likely continuation. If Black plays on top as in Diagram 4, his loss is perhaps slightly too big.

25 is a bit slack and 27 allows White to explode with a ponnuki shape into the center; Black must play more sharply here. Diagram 5 is something to try. Black 27 at 28 puts more pressure on White. With 30, coming out to the center feels more natural. Black 31 seems like an overplay. Enclosing White with a move at *a* looks good. The exchange of 37 for 38 is favorable for White. Black should omit this, saving the possibility of a jump at *b*.

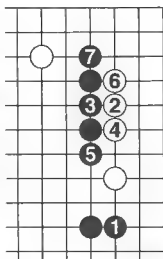


Diagram 3

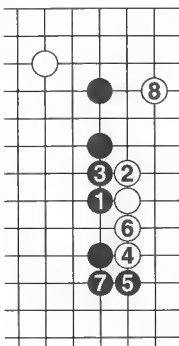


Diagram 4

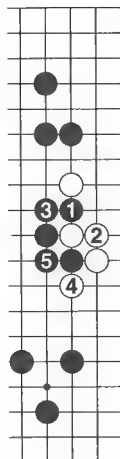
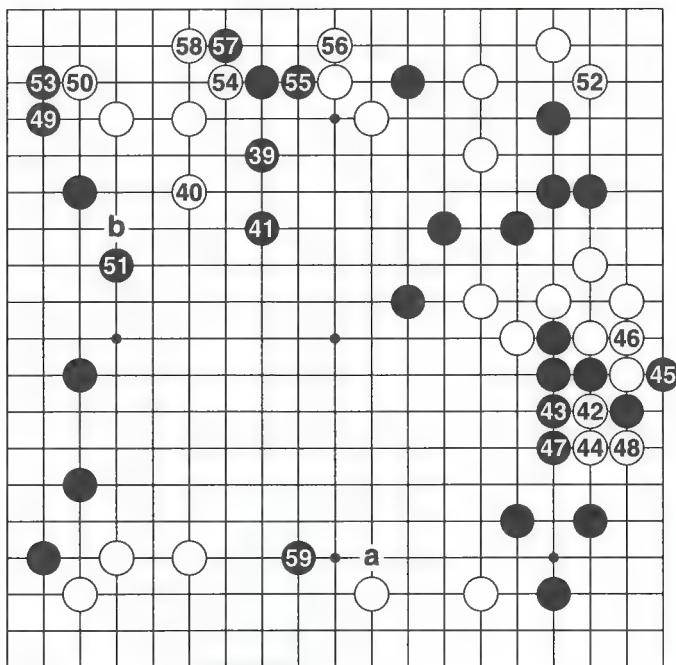


Diagram 5

Game
Record
3

39-59

Missed
Chances



With 41, Black can try to start a fight as in Diagram 6. It is difficult for White to find a good response. White 42 tries to play solidly and wrap things up. Black shouldn't simplify the game with 43 and 47, but leave the aji of coming out at 48 and playing a ladder-breaker at *a*. Instead of 49 and

51, Black can take care of this area with one move at *b*, making a strong shape that immediately suggests weaknesses in White's position. White 52 gives Black a chance to try something like Diagram 6 again. 53 misses an opportunity.

Black can't really afford to play 59. He has to declare war by invading one line deeper and should also probably make a sente play on the top to make sure his two groups stay connected.

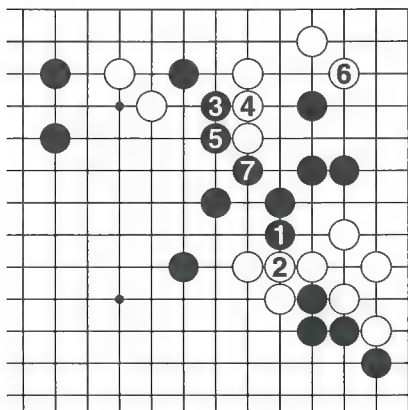
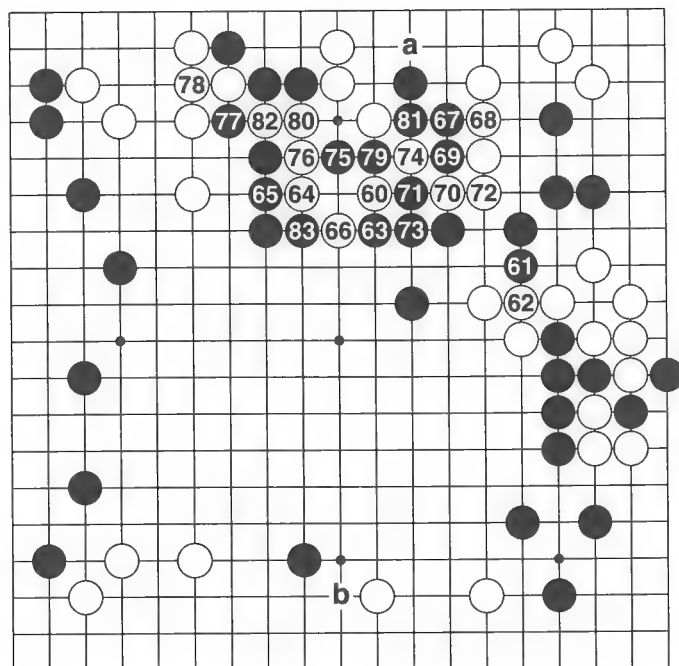


Diagram 6



Game
Record
4

60-83

Trading
Stones

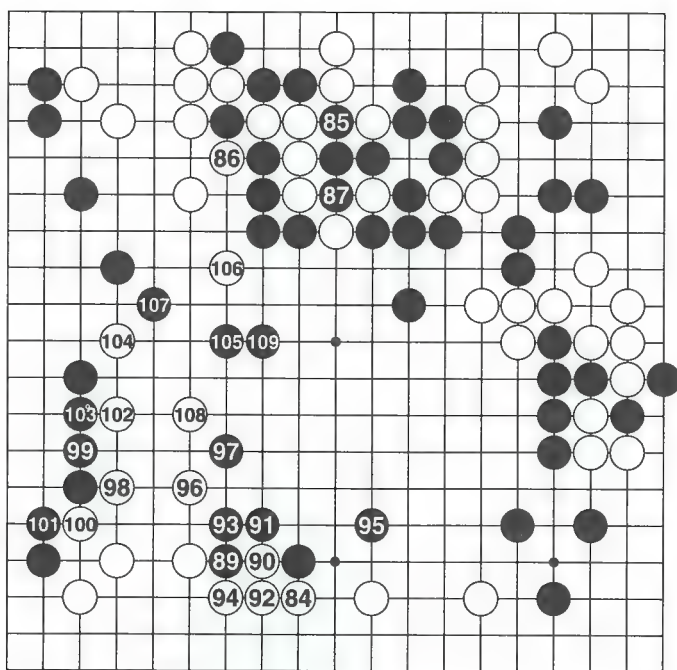
White 60 is a quietly powerful move. Black is in a quandary but rises to the occasion, taking White completely by surprise with the counterattack to 82. White is probably better off dodging at *a* or playing at 73 instead of 70. Black is happy with the exchange, but 83 looks a little peculiar. Not only is 83 bad shape (this has interesting ramifications for later), Black should skip this area entirely and keep the ball rolling by using his sente to attack at *b*.

White 84 quickly recovers the lead. John is particularly good at maintaining his composure after a blunder. Last year at the Congress, he and Kim Dae Yol played a game outside on the grass that stretched far into the evening. As the light faded, John, who had White, repeatedly insisted that his position was "not that bad" after making a few questionable moves. Kim Dae Yol, with a huge grin, replied, "That's because you can't see my stones anymore!"

Game
Record
5

84-109

White
is
Solid



88 connects above 86

Black valiantly tries to make something in the center but it is very difficult to do this when one's center influence is not attached to a side territory. White shrewdly takes territory on the bottom and then leans on Black's low position. Despite his good play at the top, Black has his hands full after the slow move of 83.

Black 109 is one of those moves that tries to be in two places at once, but the shape is too thin, and White will have something here. Black's shape would be better if he played 1 as in Diagram 7. This also prevents White coming down (playing 8 in the diagram gets White into trouble), but White is already comfortably ahead in territory and it would be foolhardy not to cede this point to Black.

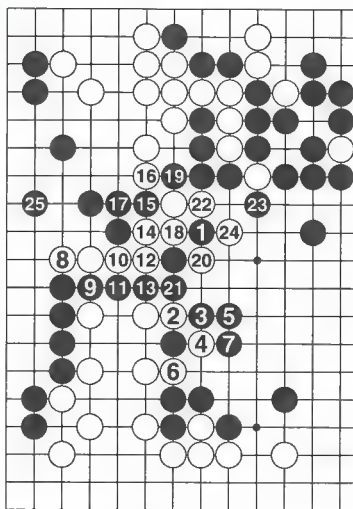
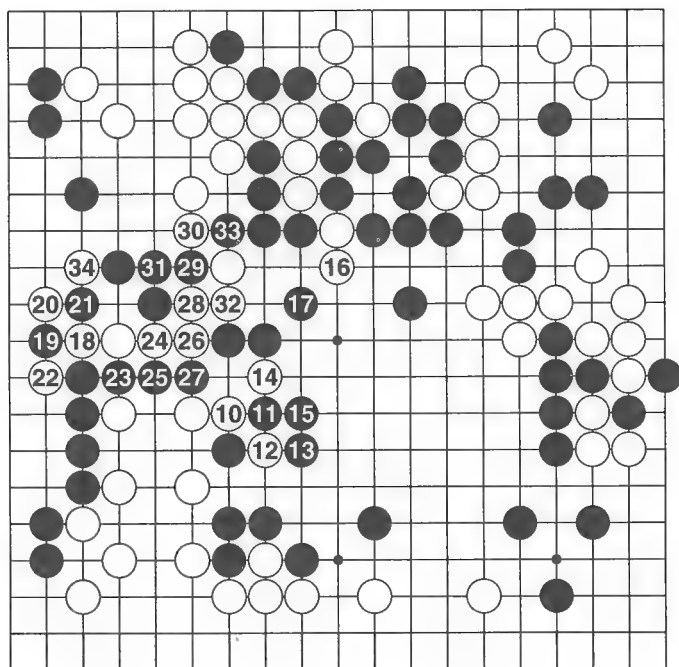


Diagram 7



Game
Record
6

110-134

Mirage

After 109, White sees a way to break into Black's territory and starts a one-way sequence ending with White 134. Black correctly reads in this complicated situation that White will have a shortage of liberties and won't be able to cut, but misses the atari that allows White to live on the bottom. Notice that Black must make the bad exchanges of 119-122 in order to fill liberties; the sequence in Diagram 7 won't work with a stone at 109 instead of 1 in the diagram.

This year the main tournament decided the final four players, who then played off for the top four places. Although the field was tough, Stanley's play earlier in the week guaranteed him at least fourth place, and in this game he managed to surprise a player who is ranked at least two stones higher. The World Youth Championship philosophy of all even games has been remarkably effective in encouraging young players to excel far beyond a rank-based performance. Mr. Ing should be commended for sponsoring such an exciting and inspiring event.

134 moves, White wins.

More games from the Youth Tournament next issue!

WEI-QI IN INNER MONGOLIA

by Feng Wan-zeng

from *Weiqi Tiandi*

translated by Steven Lo

Huhehaote city, also known as Qing Cheng, is the provincial capital of Inner Mongolia, a self-governed district of China like Tibet. Huhehaote was established by the Ming Dynasty in 1575. In response to a request by the Mongolian leader Yan Da Han, the Emperor helped him build the town and named it Kwei-Sui, establishing the foundation of the present city. It quickly became a popular and prosperous commercial center.

Wei-qi had always been the game much favored in the imperial courts and widely played among the populace, but during the Qing dynasty it reached its zenith. Toward the end of the Qing Dynasty, China declined in power and prosperity; the game followed its country, falling from the peak to the nadir, relinquishing the leadership in the game to Japan.

During the reign of Emperor Qian-Long (1736-1795), wei-qi was a much practiced art all over the ancient land. A player named Huang Long-shi, was generally hailed as the first in the land and was given the title of Qi-Cheng (Qi saint, or Kisei in Japan). Chinese and Japanese players respected him equally. When Huang was a young boy, his father took him to Beijing to meet some of the prominent players of the time. A Manchu general took a liking to this young genius and brought him to stay with him at his frontier outpost for a whole year. The sight of the tent-dotted steppes and the windswept deserts must have left a strong impression on his young mind.

During the Republic Era (1911-1949), the master of *Xiao Heng Xiang Shi* (Tiny Beamed Cottage Sweet) said in his book *Qing Bai Lei Chao* (Stories on Arts And Letters), "The Mongolian Liang Cheng was an imperial guard, stationed at the gate of the Imperial Capital in the reign of Emperor Qian-Long. He was simple but sharp, plain but straightforward, with a memory like a blotter. Be it classics or history, once read, never forgotten. Wei-qi was his great love. He could continue day and night without meals and sleep, oblivious of all conversations around him."

He co-authored *Handicapped Games*, in which three renowned players of the time gave a vivid description of Liang Cheng's outstanding intelligence and his complete devotion to the art of wei-qi. The fact that Liang Cheng could rub shoulders with the top players of late Qing Dynasty shows that he was the equal of the acknowledged national champions in playing strength and was, no doubt, the number one player in Inner Mongolia.

Even though we do not know much about his official position at the guard post, there was undoubtedly no shortage of good players among the Mongolian populace and similarly ranked players in Qing Cheng.

Wei-qi activities in Qing Cheng are neither as popular as those in Cheng Du, where one can hear the clap-clap of the stones in the streets, nor are they at as lofty a level as those in Beijing or Shanghai, where high dan pros gather daily and new talents emerge with increasing frequency. As in most big cities today, the waxing and waning of wei-qi's popularity must be accepted as par for the course.

During the Fifties, there arose a grey structure across the city park to accommodate the amateur players of the workers. It continues to serve as the center of this activity today. On the first floor is the main clubroom devoted to wei-qi exclusively with an area of more than 100 sq. meters (approx. 1000 sq. ft.) equipped with a dozen or so of beige-colored square tables of the same vintage as the hall. Many of the table surfaces bear the city's history and the exploits of the famous players, under several layers of lacquer.

Every afternoon, wei-qi aficionados continue to drop in to match their wits and skills or to study the records of famous games. The site of many amateur tournaments in wei-qi as well as in chess and bridge, this hall must rank among the best in cities of comparable size in the country.

In the Fifties, Chinese chess reigned supreme in this city, while wei-qi players were as scarce as the "morning stars." Then, in the Seventies, those who chose to fight on the black and white battlefield gradually increased in number so as to rival that of chess players.

Entering the Eighties, the Chinese chess players became fewer and fewer to such a degree that even a champion chess player, Shi Jue-Min, learned to play wei-qi and became good enough to challenge the amateur dan players.

When good players in Qing Cheng face each other, onlookers, stacked thick as a wall, keep dead silent, never a word is exchanged. At the end of the game when the play is reviewed, many of the kibitzers will put in their two cents worth. Criticisms and taunts are often exchanged but always with good humor. The players who frequently commit the sin of falling into heavy shapes are nicknamed "hemp rope" for the stringy formation and habitual losers are called "burlap bags," suggesting that a burlap bag is needed to collect the captives.

Qing-Cheng established a number of academic colleges in the Fifties, as well as vocational schools, which drew numerous teachers and professors from the central provinces, thereupon greatly stimulating the wei-qi activities. Although they did not know one another, they did share the love of wei-qi. Soon they became bosom friends through playing at the above mentioned cultural palace. Since these players are well respected individuals with impeccable playing ethics, they are generally acknowledged promoters of this cultural game in Inner Mongolia.

(continued on p. 19)

US CIRCUIT ENTERS THIRD CYCLE

US Open Will Continue to Select WAGC Rep

The American Go Tournament Circuit has entered its third year of operation. Printed below are the current standings of all 67 players who scored points for winning or placing at the top of designated tournaments.

The AGTC, modeled on the European "Grand Prix", selects six of the US contenders for the North American Fujitsu, which will be held this November in San Francisco.

Players are ranked first, by current score; second, by total score (over the first two cycles); third, alphabetically. Any cumulative score fractions from preceding years have been rounded down.

Correction: The last AGNewsletter erroneously stated that the AGTC was also used to select the US representative to the World Amateur Go Championship in Japan. The AGA National Board declared its "current intent" to reassign the WAGC to the AGTC in 1991, but further needed measures were not enacted. Therefore, until the Board develops a new plan, the WAGC rep will continue to be the highest placing citizen in the US Open. The 1994 US Open will be held at the tenth US Go Congress next August in Washington DC.●●

Player Name	Places Gained	Current Points	Total Points
1 Lee, John	14	18	20
2 Yang, Jing	12	17	17
3 Kim, Moon Chong	22	14	14
4 Chen, Guangjiong	14	13	13
5 Yu, Lian Zhou	1 5/6	12.5	12.5
6 Huh, Charles	23	12	12
7 Ko, Kwang Chon	1	10	15
8 Morris, Trevor	1	10	11
9 Keun, Young Lee	1	10	10
10 Lee, Jong Moon	1	10	10
11 Kim, Edward	1	10	10
12 Zhang, Shutai	2	10	10
13 Snyder, Ron	3 5/6	7.5	10.5
14 Zeng, Michael	2	7	12
15 Kim, Soo Il	3	7	11
16 Lui, I-Han	2	7	11
17 Kim, T.W.	2	7	10
18 Chen, Hai Chow	2	7	7
19 Kim, Hyung Woo	2	7	7
20 Kim, Woo Jin	4	5	13
21 Hung, Joey	3	5	9

—continued on p. 37

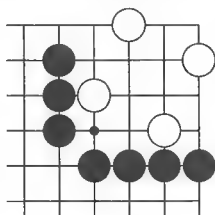
YANG'S LIFE AND DEATH PART VI

by Yi-lun Yang, pro 6-dan

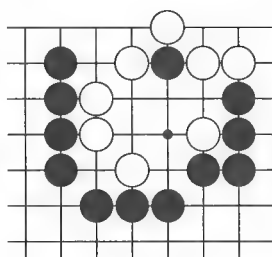
translated by Chen-dao Lin

Problem 1: White to play (Easy)

This is only for practice since one does not find this type of shape in actual games. It is an interesting problem to find a way to settle in the limited space available.



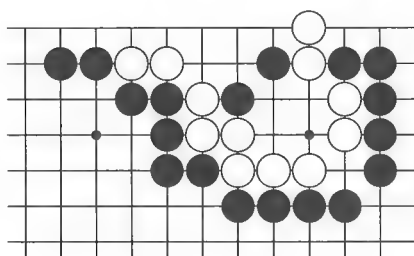
Problem 1



Problem 2

Problem 2: Black to play (Hard)

The key to this problem is how to exploit the lack of liberties in the White stones. Do not be concerned with initial losses.



Problem 3

Problem 3: Black to Play (Very Hard)

The White group has two cutting points; this is extremely advantageous for Black. How should one proceed? Do not be impatient and go for the kill right away.

(Answers on p. 38)

GO IN MONGOLIA (from p. 17)

Chen Jie is at present the Vice Chairman of the Political Commission of the Self-Governed District and the '93 Central Committee Member of the Academic Commission. At age 67, he gave up the Vice Presidency of the Inner Mongolian University to remain simply as the Chairman of the Mathematics Department. He finds time on holidays to saunter to the wei-qi playing hall, carrying his own Yun-Nan stones to play any and all comers, dan or kyu players. Perhaps because of his professional training, he applies his logical thinking to his fusekis and tesujis.

Now, what is the number of wei-qi players in Qing-Chen? And what is the level of play? A rough estimate would put the number of players at over 3,000 with a hundred or so players in the amateur dan level. Among these, five are amateur 5-dan*, six are 4-dan. Compared with the more advanced cities, Qing-Cheng's wei-qi playing level and activity scope are still behind, but on the way up all the same.●●

* Recently, the Chinese Sports Commission has promulgated a new way of writing dan levels for the professionals, which is different from that for amateurs: Chinese numbers for the former and the arabic numerals for the latter so that there is no need to specify their status repeatedly.

This is Go the NATURAL Way! Part II

by Takemiya Masaki, Honinbo

from *Kido*, Jan. 1982; translation reprinted from the *British Go Journal*

translated by Bob Terry

Diagram 1 is taken from my game against Katō Masao in the 1974 Honinbo League. This game decided who would challenge for the title. As Black I played the fencing-in move of 1 and then built up my position with 3. When White attacked with the kakari of 4, the invasion at the 3-3 point with Black 5 was natural, considering the flow of play. I must say, though, that no move here was played unreasonably.

Explaining this sequence from the beginning, Black cannot simply develop his position with 1 at 3 since White's answer at *a* would be an ideal move; Black suppresses this with a single stroke.

Another way of fixing this shape, that is, by attacking with Black 1 in Diagram 2 is not good. White easily dodges the attack (sabaki) by pushing up at 2 and attaching at 4. Even if Black hanes at 5, White is simply given the chance to make good shape with 6. In this board position it does not profit Black to start a fight here.

Diagram 3 examines the merits of White using his next move defensively with 2 to forestall a Black play in the lower left corner after Black develops his position with 1. In that case the checking extension of Black 3 is severe. When White jumps to 4, Black presses him closely with 5, building up the right side and White's group is still not completely secure.

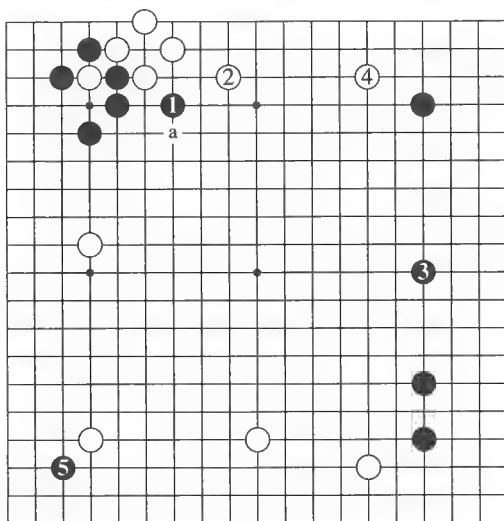


Diagram 1

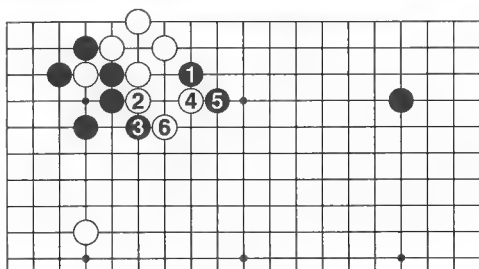


Diagram 2

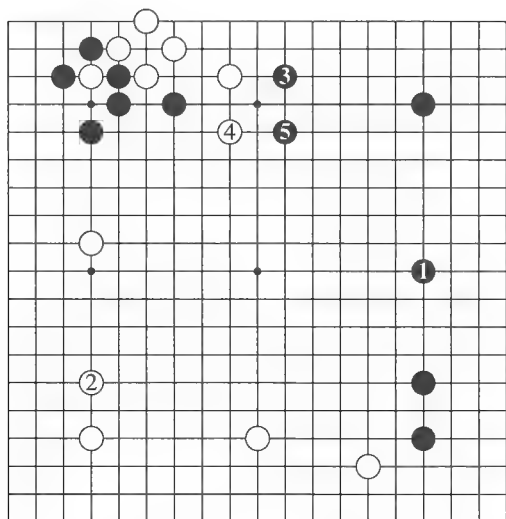


Diagram 3

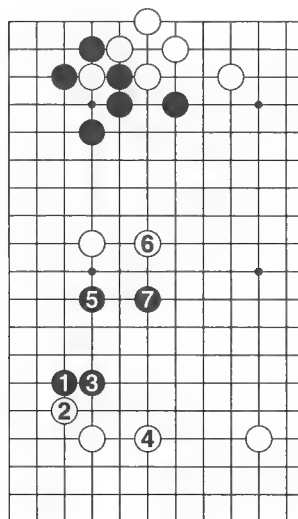


Diagram 4

Therefore, it may be considered that, generally speaking, the sequence in Diagram 1 represents an inevitable flow of moves. But for Black 5 one other way of playing might be contemplated.

That is, there is the tack of playing the kakari of Black 1 in Diagram 4. White 4 after the diagonal attachment of 2 is the standard answer, and so Black gets to utilize his strong position in the upper left by jumping to 5 and 7. Of course, this is just one other way of playing and the result would be a completely different game, but Black has no cause to be dissatisfied here.

However, think about the flow of moves to this point. White has just played a kakari against the upper right corner and the most important consideration for Black is that, if possible, he dispose of the lower left hand corner in sente before responding in the upper right. Essentially, at this stage in the game insight concerning which area of the board will be most important next is required; the strategic course of the game will be set here.

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The continuation is shown in Diagram 5 (Black 23 to 37 in the game). When Black invades at the 3-3 point, the variation following the White block at 2 up through 12 is an unforked road. The upshot is that Black is able to take sente according to plan. Then Black plays the large knight's move of 13 to fix the shape before attaching at 15.

Actually, it was Black's aim to play this attachment at the time he invaded at the 3-3 point. If Black simply plays 13 at 15, White is left with the opportunity to jump to *a*, which would be a big move.

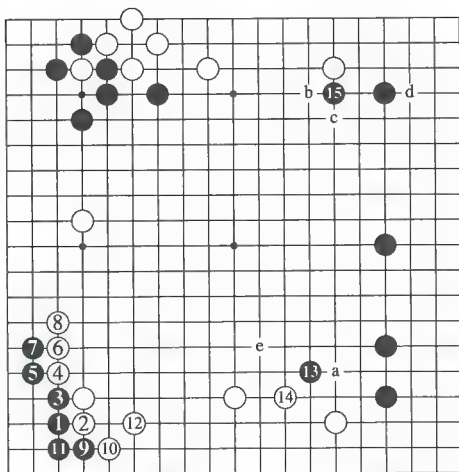


Diagram 5

After this, White exchanged the hane of *b* for the Black extension of *c* and then attached at *d*, initiating cut and thrust fighting, the object of which was to determine who would get to occupy the next important point on the board at *e*. However, since Black has managed to play first in the upper right, it may be expected that such a fight is favorable for him. Black's strategy has proven to be successful.

Game Supplement

White: Kato Masao, 8 dan (age 27)

Black: Takemiya Masaki, 7 dan (age 23)

Played on May 18-19, 1974 at Tokyo

Komi = 4 1/2 pts.

Game Record 1 (38-100)

Diagram 1 shows why White cannot play the variation blocking with 2 on the side with the furthest extension, which would normally make sense in answer to Black's 3-3 invasion. If this leads to White 12, the position is open at the bottom. White's kakari, the marked stone, turns out to be a bad move.

Black 43 is overly aggressive; he should connect solidly at Black 49 and after White extends to 46, Black *a*, White 50, Black 53 gives him a satisfactory position. Also, instead of Black 47, which is a bit loose, *a* is better. However, White 48 is a heavy move and White should play 54 as in

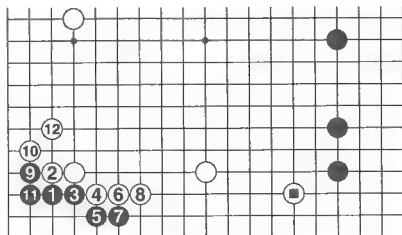


Diagram 1

Diagram 2. There White sacrifices two stones but occupies a vital point with 5. In the game Black took that vital point with 55.

On the other hand, Black falters by playing 61 and 63 in the wrong direction. Black 1 in Diagram 3 is the vital point here. White can jump in from above with 2 but Black protects his lead with 3 and 5.

When White gets to take the good point of 66, Black does not have an easy game. After that, White 70 is another good point. So when White pokes at 78, Black plays all out with the attachment of 79. Answering directly at *b* would allow a White attachment at 81.

White 84 is the losing move. He probably thought that Black would surely answer at 92. But when Black blocks at 85, eliminating potential problems here (*aji*), his lead is secure. White's only chance was to extend at 85 with 84, aiming at the attachment at *c*.

Game Record 2 (101-150)

The game was already decided by the end of the last Game Record. This win, in the playoff round of the Honinbo Tournament, earned Takemiya the right to challenge Ishida Yoshio for his Honinbo title.

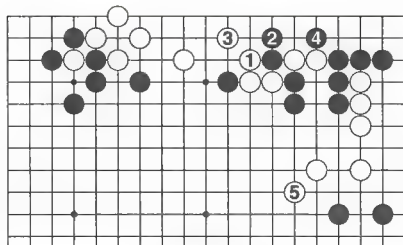
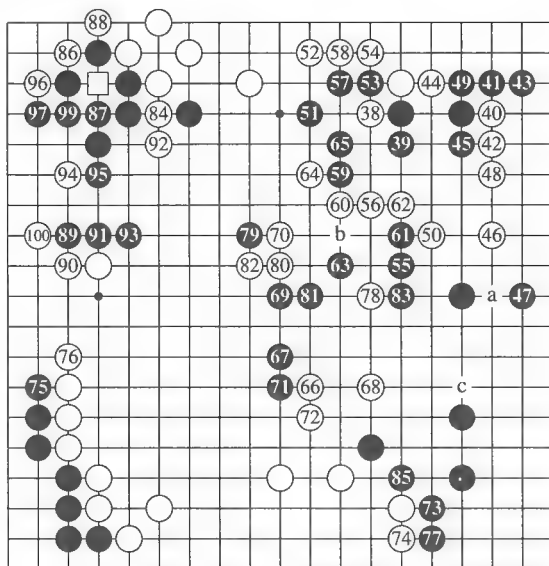


Diagram 2



Game Record 1: 38-100 (98@square stone)

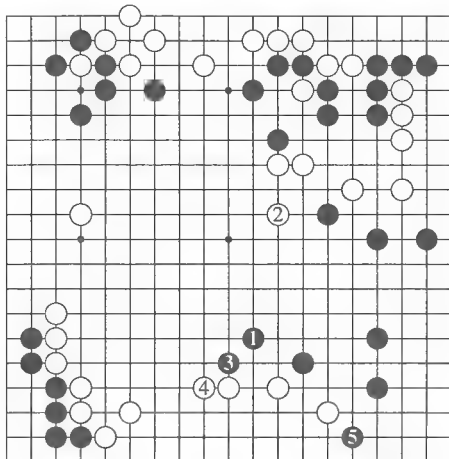
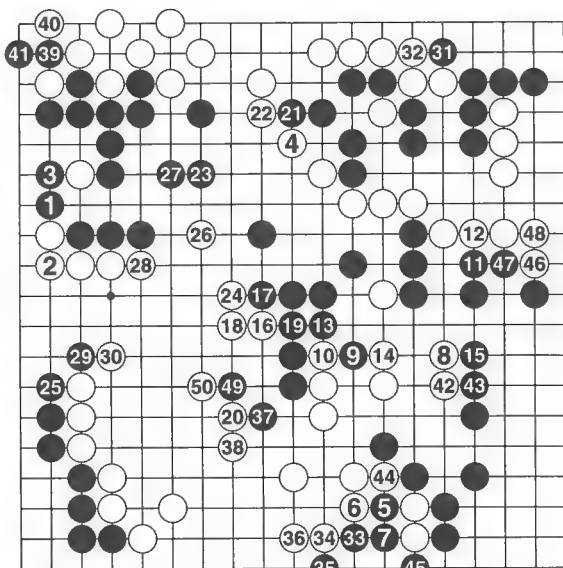


Diagram 3

Although he lost the match (by a score of 3-4), he beat Ishida two years later for the title.

Moves after 150 omitted. Black wins by 3 1/2 pts.●○



Game Record 2 (101-150)

JOIN THE AGA HONOR ROLL! (See p.40)

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HOW TO PLAY HANDICAP GO: Part III

by James Kerwin

As I explained in the previous articles, the way to win handicap games is to build power. In this article I'll look at a handicap game where Black builds power.

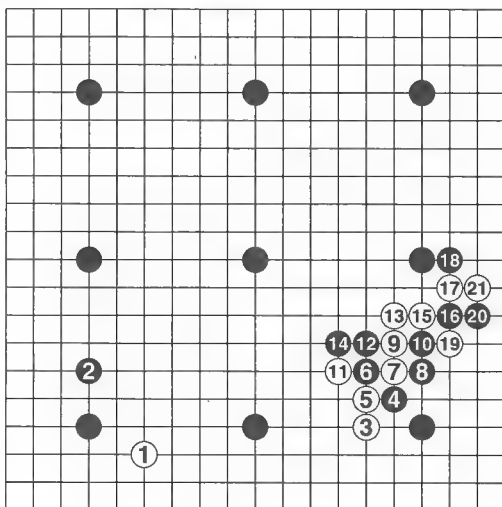
Black gets off to a shaky start with 4 and 6. Black is pushing a fight on White, and White is happy to accept. Up to White 21 the game has gotten very complicated. Instead of picking a fight with White at the start, I recommend Black let White try to start fights early in the game. The second half of the game is the time for Black to attack. Yet I won't be too hard on this Black because go isn't fun if we aren't free to try different approaches.

The main point of this game comes later, but I'd like to point out that Black can cut at 1 in Diagram 1.

White can't capture Black's marked stone because he must defend his center stones. Black gets another play to reinforce the right side. After Black 5 White must defend two groups in the center. The double hane of 6 is good handicap style, but Black has

nothing to fear. Up to 15 Black gets good profit on the right side, and White's center stones are weak. Black is also intending to come back to the lower side and save 7 if he gets the chance.

After White 21 Black has four separate groups and White has three. This is a complex position, not the kind of fight Black wants in a handicap game. How would you deal with this situation?



Game Record 1: 1-21

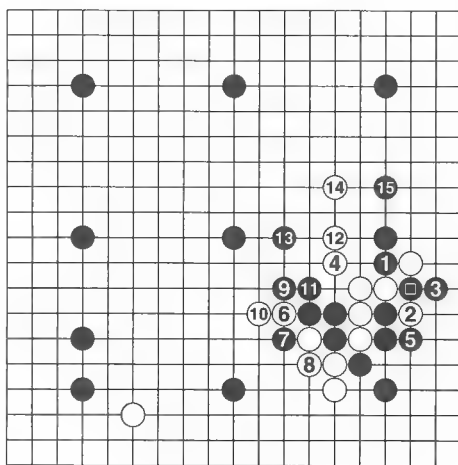


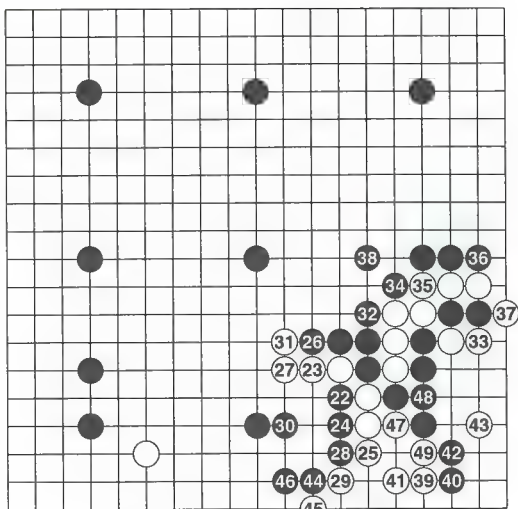
Diagram 1

The result of the sequence in Game Record 2 is quite good for Black. It's true White has taken a large corner, almost 40 points. But Black has awesome power in the upper right. Also Black's lower side group is now strong, and White's four center stones are weak. Also Black has sente.

Black does two important things to get this good result. First, Black simplifies the position by choosing what to keep and what to let go. Second, Black correctly chooses to build center power.

The first point may seem obvious, but in practice it seems quite difficult. Of course in an even fight both sides should end up with something. But in actual play many people defend first one group then another, unwilling to give up anything. The end result of this indecisive play is usually that nothing is gained and all is lost. Choose what you want and consistently go after it.

In the sequence in the Game Record Black could play 22 at 23. This would be a bit simpler and more consistent. Black hasn't chosen yet.



Game Record 2: 22-49

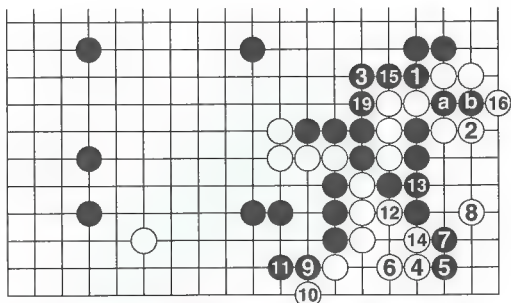


Diagram 2: 17@a; 18@b; 20@a

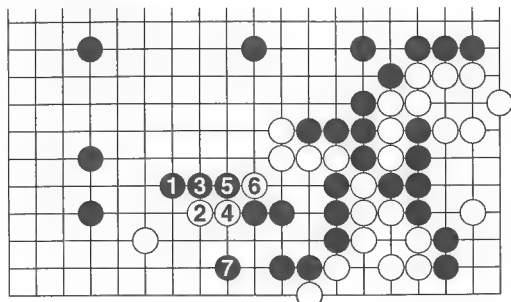
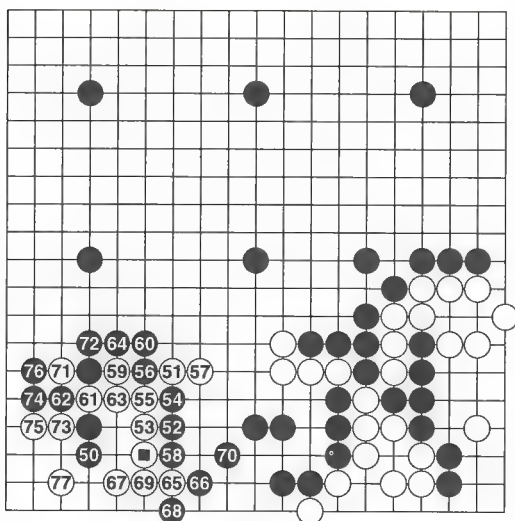


Diagram 3

Instead of 32 the cut of 1 in Diagram 2 is effective. The result is similar to the game, but Black gets a stronger wall. In addition, the sacrifice of 17

gives Black the potential to reduce White's corner. I'll let the reader figure out how.

Black gets sente and chooses to pressure White's marked stone with 50, securing corner territory at the same time. This approach is not bad. The most valuable targets are single stones in the middle of large areas. They must be defended but they are weak and easy to push around. Black has chosen the right target.



Game Record 3: 50-77

But I prefer to see Black go for power and contain White on the lower side with 1 in Diagram 3. If White tries to cut the side group off, Black can live with ease. It's more reasonable for White to dodge into the corner as in Diagram 4. Black is happy to secure side territory and to aim at swallowing White's marked stone up inside a huge moyo. If White takes the corner now Black ends in sente and builds the upper right.

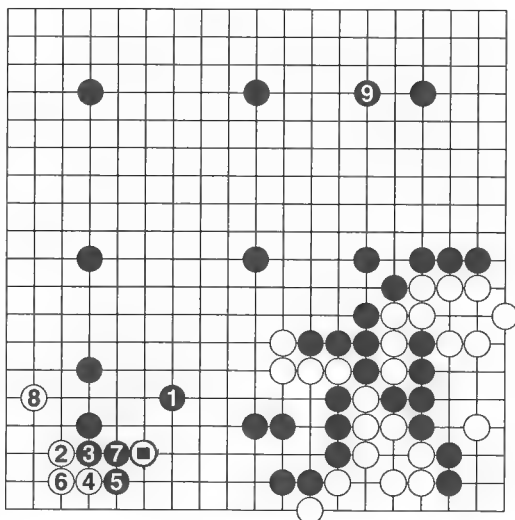


Diagram 4

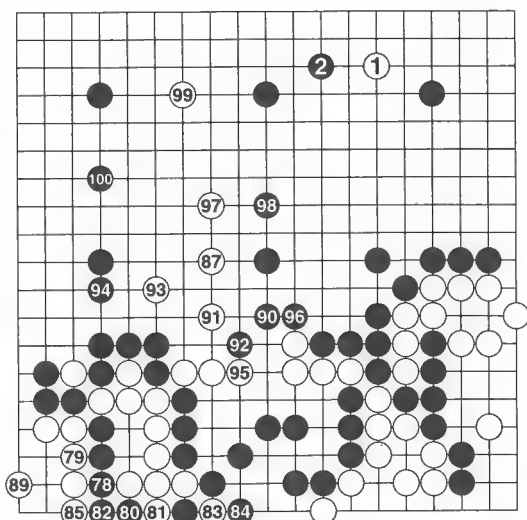
White 51 is unreasonable, but inevitable in a high handicap game. It does force Black into a cutting fight, where White will have many chances to gain. I made a slip at 61. For good or bad I must push through at 64. Black 64 is excellent. Even if the corner is taken Black's outside power will be perfect. When I played 77 I thought I could never win. How can Black lock up the game?

In Game Record 4 things start to look up a bit for White because Black missed several chances to put the game away. My teacher Iwamoto 9-dan used to say, "Rich men have no troubles." By this he meant when the game is won stop fighting; there is nothing worth fighting over. This is a critical, and often ignored principal. Black's first missed chance is move 78.

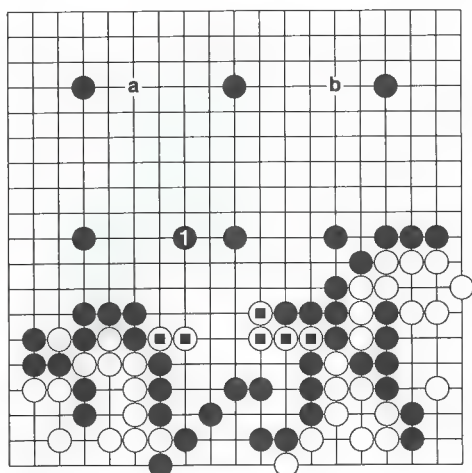
The place to win handicap games is the wide open spaces, not inside White's positions. Black 78 successfully reduced White's territory, but White got sente. This wasn't good enough for Black. 1 in Diagram 5 ices the game. To make this perfectly clear I will count the game. First I'll count the lower half of the board. Even counting the lower left corner as territory White has less than 60 points. With the capture of the six marked White stones, Black has more than 60 points there. In the upper half there is no secure territory as yet, but Black has an overwhelming

power advantage. Black can fall asleep and still get 40 points more than White in the upper half. Black has a sure win. Instead of 1, *a* or *b* in Diagram 5 would also be excellent moves, locking up the game.

The plan for winning handicap games is to build large structures while pressing on the enemy's weak groups. Black 90, threatening to take four stones, is much too small. Black should play 1 in Diagram 6. White must defend his group while Black makes a terrific upper right structure.



Game Record 4: 78-102 (86, 88@83)



At the end of Game Record 4 Black still has a substantial lead. But for the first time White has a chance of winning. If White lives in the upper right and in the left center the upper too he may be able to pull ahead of Black.

The handicap plan is first to build power facing open areas of the board. Do not worry about territory until your lead in power is unshakable. Next use this power as a backdrop to press weak enemy groups and build more power. Ideally this power will anchor large structures of potential territory. These large structures will turn into substantial actual territory, even if the enemy manages to live small inside them.

The essence of the plan is to get profit while pressuring the opponent. Do not try to take territory in gote, even if it looks large. Keep up the pressure on White. Remember the outcome is determined by the balance of territory; Black's territory minus White's. If you take territory in gote, White will have the initiative to try for compensating territory. You may pull ahead or you may be letting White catch up. If you secure territory while pressuring White, you will certainly pull ahead because while White is defending he is not able to gain much territory for himself.○○

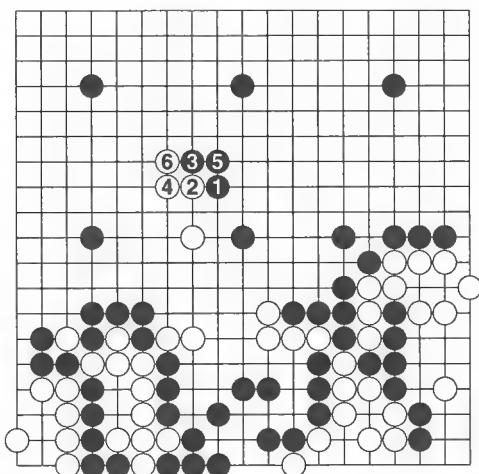


Diagram 6

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MASTERPIECES OF HANDICAP GO

from *Kobayashi Ryu Hissho Oki Go (San Shi Kyoku)*

by *Kobayashi Koichi and Nakayama Noriyuki*

Translated by Robert McGuigan.

White: Honinbo Shusai, Meijin

3 Stones: Go Seigen, 3-Dan

This game is between the last hereditary Honinbo, the great Shusai, Meijin, and Go Seigen, a giant of modern Go history. It is the only game record of Go taking three stones after his arrival in Japan. The game was serialized in the pages of the Jiji Shimpō newspaper beginning on New Year's Day, 1931, so Go Seigen would have been about 15 years old at the time.

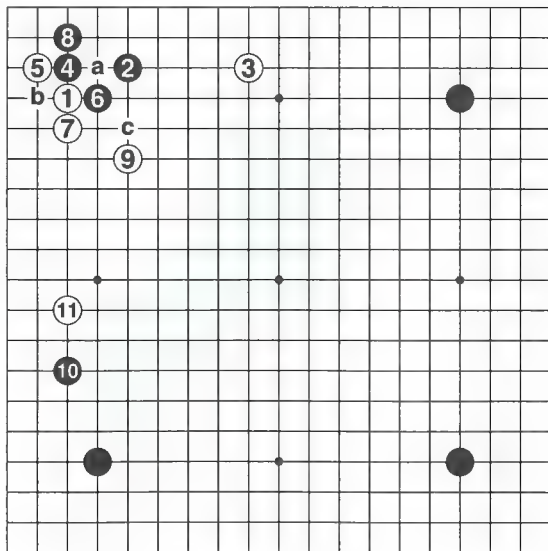
Game Record 1

A NON-JOSEKI SURPRISE ATTACK According to recent joseki,

White 7 should be at 8, followed by B7-Wa-Bb, White connects, Black c. This result is considered slightly favorable for White; therefore, Black 4 should be at 6. A frequently played sequence after this is W7-B4-W5-B8, leading to the same position as in the game.

White 9 is a forceful move, typical of Shusai Meijin. Against this, the first thing that comes to mind is the push and cut of Black 1 and 3 in Diagram 1, with

White proposing a fight up through 8. With the possibility remaining of White a in the diagram, Black also feels uncomfortable so he prudently plays 10.



Game Record 1 (1-11)

Game Record 2

CONCERNING BLACK 18 Black's defense of the upper right corner at 12 also prepares for aiming at the marked White stone. White knows this and defends at 17.

Before defending at 18, pushing and cutting with 1 and 3 in Diagram 2, testing White's response, looks interesting for Black. At this point, White has little choice but to answer at 4. Later, a Black attachment at *a* or an extension at *b* are powerful moves to aim at.

White's jump at 19 was not so much intended to prepare for Black's push and cut at *a* as an attempt to prevent Black from playing the moves 1 and 3 in Diagram 3, pushing in White's moyo.

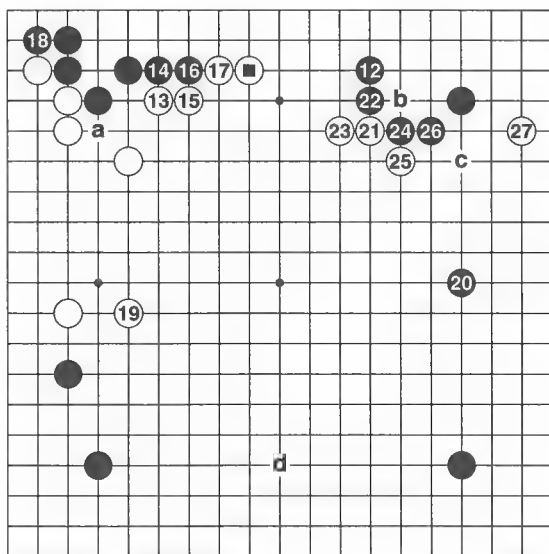
With 21, White challenges Black to a fight in the center. Since Black is ahead territorially, the usual territorial contest does not appeal to White.

A FORCED FEELING

With Black 22 through 26, Black defends and solidifies his position, but the mature Go Seigen would not consider playing these moves. Though Black's position is thick, there is the feeling that Black has been forced.

Shusai commented that instead of 22, Black *b* or Black *c* would be normal. If Black wants to defend here he should try to do so without strengthening White. In the game, Black is perhaps thinking of hurrying to take the big point at *d* on the lower side after taking full advantage of the confrontation between Black 12 and White 21.

As for White 27, Black defended solidly so White invades deeply.



Game Record 2 (12-27)

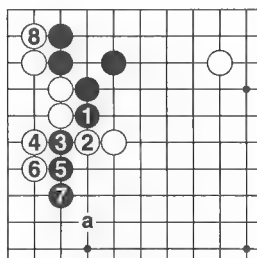


Diagram 1

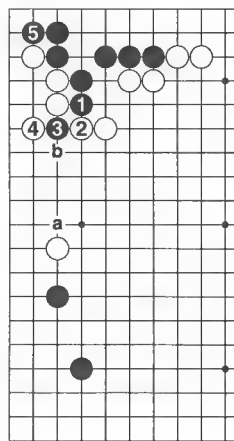


Diagram 2

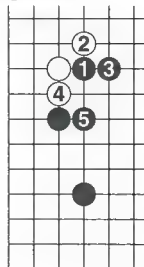
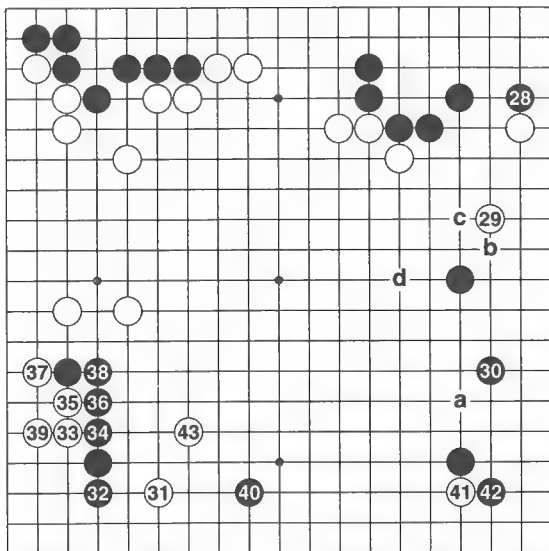


Diagram 3

Game Record 3

PREMATURE Shusai commented that instead of 30, it would be better for Black to take a high posture with *a*, followed by *Bb-Wc-Bd*, advancing into the center. Shusai was also critical of his own move at 33. "White 33 was premature and thus somewhat unreasonable. Extending to 40 was correct," he said. However, since this is a three-stone game, perhaps a little unreasonable on White's part is to be expected. Shusai Meijin's style of play was totally severe, known for no slackness in tactics. He was famous for his play in two and three stone games. But what did White have in mind when he played 33?



Game Record 3 (28-43)

WHITE IS VERY BUSY When Black turns to the splendid blocking extension of 40, the position becomes urgent. Actually, this is in accord with White's thinking. If White had played 33 at 40, a slow-paced game would have resulted.

After attaching at 41, White turned back to 43. Instead of 42, suppose Black were to block on the outside as at 1 in Diagram 4? In that case, a sequence like the moves through 13 would probably occur.

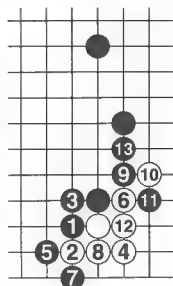


Diagram 4

Game Record 4

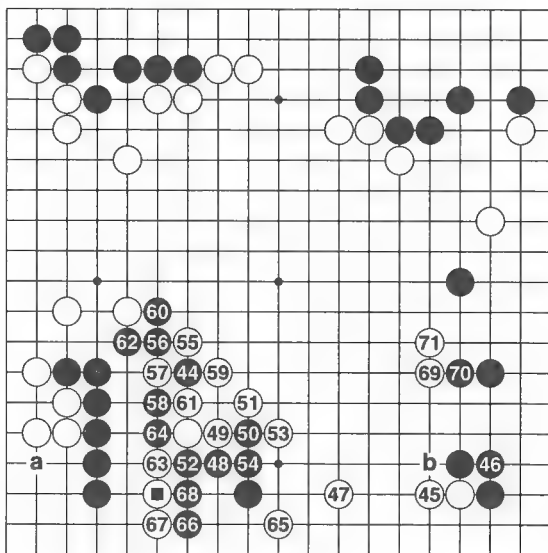
BLACK KEEPS A STEADY PACE For Black 44, taking a firm grip on one White stone with 45 is also possible. If White responds with 57, then Black gets life with *a*. However, there is certainly nothing wrong with Black 44, advancing into the center while attacking.

White 45 and 47 are not just running moves. For them to appear to threaten Black, the move at 43 was needed as preparation.

Black 48 is steady. After the moves through 52, the marked White stone (White 31) is captured. Black 44 also ends up on a good point. On the other hand, Black does not enjoy having to suffer the atari of White 53.

BLACK'S SUCCESS

White 55 and 57, keeping 63 in reserve, are tesujis for settling these stones. In this game, the center is White's area for development, so, if he could, at 59 he would like to play 1 in Diagram 5, but having Black capture two stones with 2 and 4 does not appeal to White.



Game Record 4 (44-71)

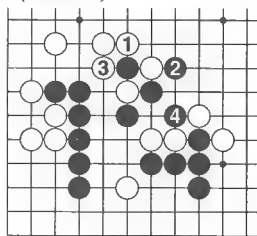


Diagram 5

Black 60 and 62 are resolute. Pushing his head out here is a great success for Black and the position has become very advantageous for Black.

WHITE SHIFTS TO ATTACK

White 63 through 67, making the sacrifice of three stones, is a natural sequence. This allows White to seal off the outside. If White played 63 at 64, Black's answer at 63 is a move even a beginner would make. After that, there would be absolutely no aji remaining for White to exploit.

Black 70 is another solid move. Naturally this is a place for Black to play *b*, but the intimidating Meijin would have had something in mind in that case, wouldn't he?

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Game Record 5

BAD SHAPE The game is good for him so Black plays solidly and White plays more and more boldly.

Black 72 through 76 defend against White 83, but they make bad shape. Instead of this, Black should follow the moves in Diagram 6, poking his head out and taking aim at the White stones above and below.

WHITE'S CLEVER PLAY

Black pushed through at 78, but since this area was probably not going to become a large White territory anyway, White ignored this move.

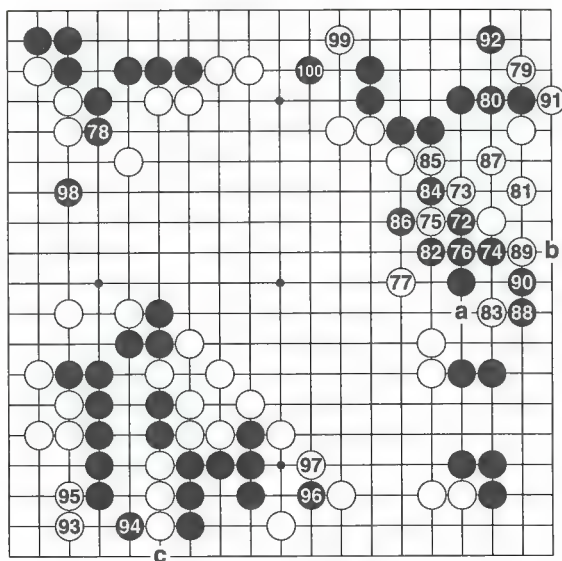
If Black descends at 1 in Diagram 7 instead of playing 80, after the moves through 6 in the diagram, White *a* is a forcing move and White becomes thick in the center. This does not appeal to Black.

Black 82 through 86 break through into the center, but with 85 and 87, White also cleverly fixes up his shape.

BEGINNING THE ENDGAME Black 88 is a skillful move. If, instead, Black simply cuts at *a*, White can play the sequence White 89-Black 90-White 88.

If Black then plays *b*, a ko results, but White has a lot of ko material in the lower left corner, so this ko would be terrifying for Black.

Up to this point, Black may have played a bit too solidly from time to time, but he has made hardly any mistakes at crucial points.



Game Record 5 (72-100)

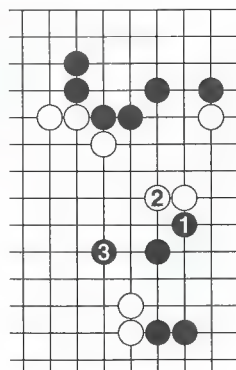


Diagram 6

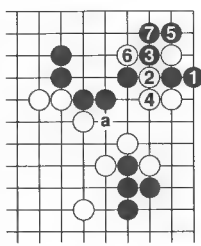


Diagram 7

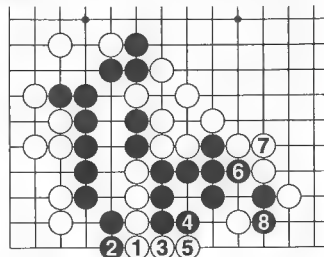


Diagram 8

Go 3-Dan has more than adequately demonstrated his understanding of the three-stone handicap, and he sets course toward a safe win, even if the game becomes close.

White 93 and 95 are large endgame moves, but they are not just endgame moves—they aim at something serious.

A DANGEROUS PLACE

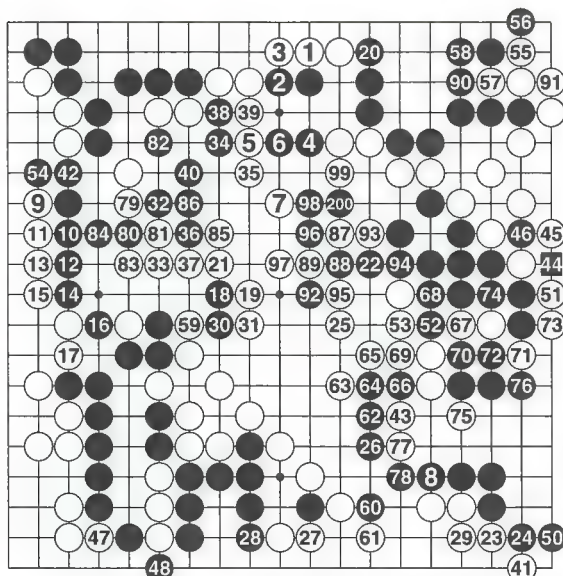
The exchange of 96 and 97 was important. A White descent at *c* threatens on both left and right, but after 96 and 97, Black is safe, as we see in Diagram 8. After White descends at 1, after the moves through 8, White cannot get away with anything. Black 98 is important now. With this move, Black preserves a small advantage.

Game Record 6

THE LOSING MOVE Black is still concerned about White's center moyo. With 2 through 6, he again pokes his head out in good style. After this, White's moyo is limited to the lower part, and, depending on circumstances, Black may be able to harass White with a hane at 35.

White 7, defending against Black 35, also blocks Black's advance, but, according to Shusai Meijin's own comment, this was White's losing move. What should White have done instead?

Shusai commented that White should play 1 in Diagram 9 instead. Black has to respond with 2 and White then turns at 3, blocking Black's way here. It is then impossible to say who will win, according to Shusai.



Game Record 6 (101-200) (149 fills)

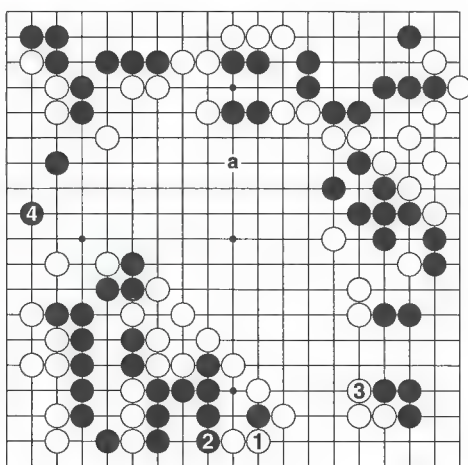


Diagram 9

Of course, in that case, the game would be close, but if Black continues with 4 in Diagram 9, definitely capturing the three White stones, it will depend on how many points White can get in his moyo. It is difficult to say precisely, but, according to our experiments, if Black plays a solid endgame, he should win by a few points.

THE WINNING MOVE Black 8 is the winning move. This one move collapses

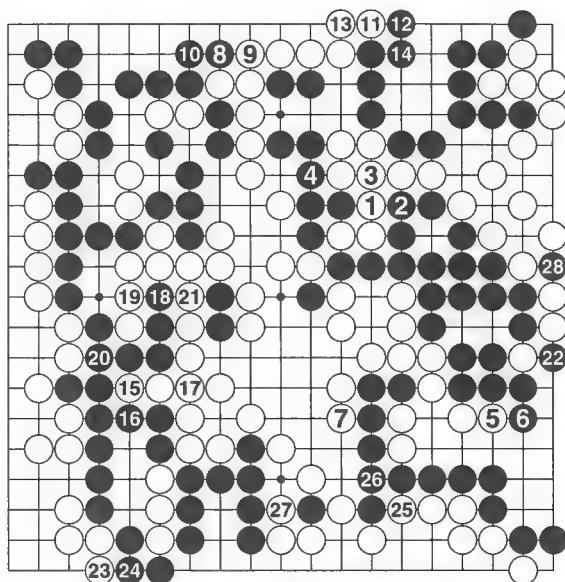
White's large moyo and confirms Black's prospects for winning. Even though White saves his stones with 9, at this point it is small. By the way, Black's block at 1 in Diagram 10 is greedy. After White cuts at 2, Black's play seems pointless.

Game Record 7

THE GOAL IS IN VIEW The overall result has been decided, but let's take a look at the way these two great players play the endgame. For example, instead of Black 26, you might want to try to capture White with 1 in Diagram 11. However, after the moves through 9, White 10 comes to life. Black's thick play is now turning into territory.

BLACK FOLLOWS THROUGH There is nothing special further to point out. The final result was a Black victory by 11 points. Black's play in this game was a model of composure.

Only six records of games between Shusai and Go have been preserved: this one three-stone game; four two-stone games; and one famous game when Go was 5-Dan, in which Go played Black, tried a daring opening experiment and lost by two points.●○



Game Record 7 (201-228)

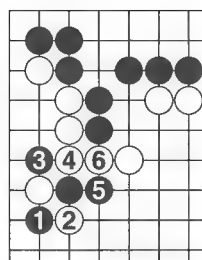


Diagram 10

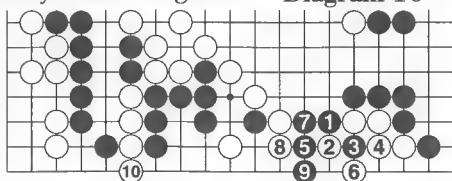


Diagram 11

AMERICAN GO TOURNAMENT CIRCUIT STANDINGS cont'd from p. 18

22 Lee, Jung H.	3	5	8
23 Chang, T.C.	3	5	5
24 Lee, C.V.	3	5	5
25 Wang, Shein	3	5	5
26 Wang, Li Ming	4	3	4
27 Chen, James	4	3	3
28 Hoolin, Naum	4	3	3
29 Kim, Dongho	4	3	3
30 Phipps, Ned	4	3	3
31 Yang, Daniel	4	3	3
32 Kim, Suk Hwan	5	2	3
33 Zeng, Robert	5	2	3
34 Chung, Mu Kil	5	2	2
35 Kim, Dong Soo	5	2	2
36 Kim, Jae Moon	5	2	2
37 Lloyd, Harold	5	2	2
38 Ning, Ted	5	2	2
39 Wu, Simon	5	2	2
40 Zhou, Yuan	6	1	8
41 Cui, Jinhe	6	1	1
42 Kang, Jong Kim	6	1	1
43 Kim, Eric B.	6	1	1
44 Lee, Kyoung Ho	6	1	1
45 Lee, Richard	6	1	1
46 Sobotka, Dan	6	1	1
47 Quin, Chu	6	1	1
48 Lim, Jung Ho	-	0	6
49 Asano, Mitsuzo	-	0	5
50 Chen, Der-Yuan	-	0	5
51 Kim, Dae-Yol	-	0	5
52 Liu, C.C.	-	0	5
53 Liu, Kan	-	0	5
54 Matsuta, Yoichiro	-	0	5
55 Converse, Aaron	-	0	3
56 Tao, Jin-Jay	-	0	3
57 Peng, Zhi Li	-	0	2
58 Suh, Sangmo	-	0	2
59 Xiang, Dong Ye	-	0	2
60 Buss, Jonathan	-	0	1
61 Cha, Moon	-	0	1
62 Chu, Robert	-	0	1
63 Hsiang, Thomas Y.	-	0	1
64 Jeong, Jong In	-	0	1
65 Kang, H.	-	0	1
66 Lee, He	-	0	1
67 Watanabe, Sachio	-	0	1

Solutions to Yang's Life and Death (from p.19)

Solution to Problem 1 (White lives)

Diagram 1 (Correct) White's retreat to 1 is a calm and collected good move; it has retained plenty of eye space. If Black plays 2 at 5 instead, White cuts at 4, and there is no danger.

Diagram 2 (Failure) White 1 is eager to enlarge the eye space for White. The result is surprisingly to the contrary. Black 2 is quite severe here. The sequence to 8 does not allow White to make another eye with *a*. Also if White plays at 3, Black can wedge with 7 and the result is the same.

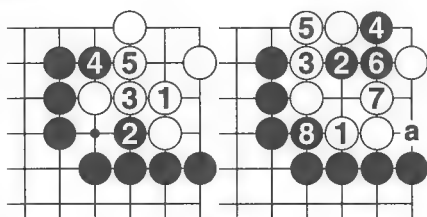


Diagram 1

Diagram 2

Solution to Problem 2

(White dies)

Diagram 1 (Correct) Black extending at 1 is the key in destroying the eye. Black 3 continues with the sacrifice and finally success. The wedge at 5 is a key tesuji not to be missed here.

Diagram 2 (Variation) If White 10 of the previous diagram plays at 1 instead, Black simply captures at 2 and connects with 4. White cannot live after taking the three stones. If White 3 ataris at 4, Black plays *a*.

Diagram 3 (Failure) Black 3, wedging first as shown, is the wrong playing order. White survives after capturing the two stones.

Diagram 4 (Failure) Black's atari at 1 is vulgar. White simply takes at 2 and rests his case.

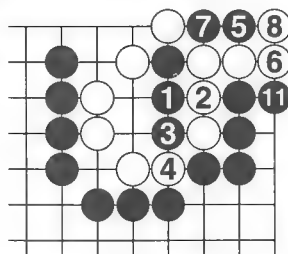


Diagram 1 (9@7; 10@5)

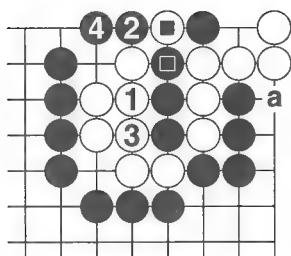


Diagram 2 (5@White marked stone; 6@Black marked stone)

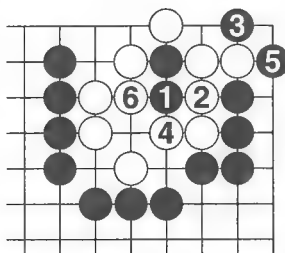


Diagram 3

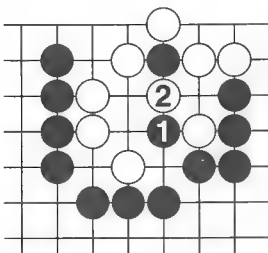


Diagram 4

Solution to Problem 3 (White dies)

Diagram 1 (Correct) The key point to kill White is 1. If White responds at 2, the cut at 3 is without question the only continuation. All Black has to do now is not to let White make an eye on the upper side and White will perish.

Diagram 2 (Variation) If White connects at 2, Black's cut at 3 is obvious. White 4 and 6 tries to capture the three trailing Black stones. Unfortunately, after Black 7, White's plan comes to nothing.

Diagram 3 (Failure) Black's cut at 1 is a miscalculation. White's throw-in at 2 is the tesuji for life. If Black 3 connects at 4 now, White captures at a and the sequence after cutting at 5 no longer works. After White 4, Black can only throw in and fight ko.

Diagram 4 (Failure) Black's cut at 1 here is also a poor and impatient move. White 2 throws in, followed with 4. This is decisive. Even though Black captures two stones, White 6 manages to keep the trailing two stones. The result is failure for Black.●○

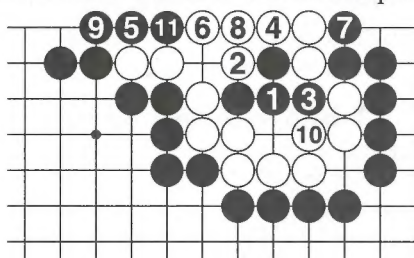


Diagram 1

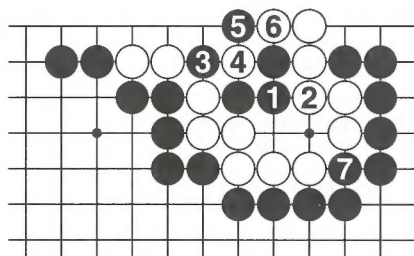


Diagram 2

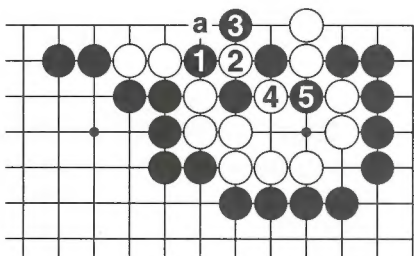


Diagram 3

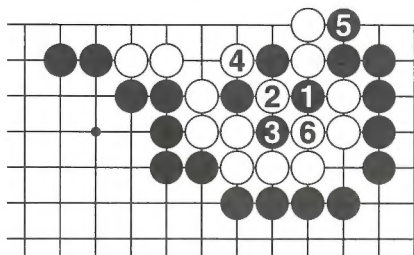


Diagram 4

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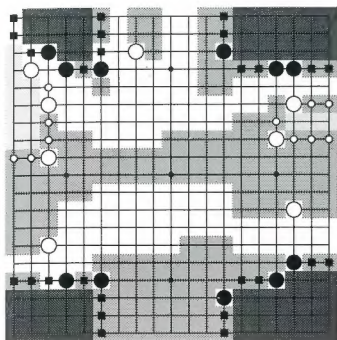
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